

BEFORE USING YOUR 3DO® SYSTEM

Exposure to certain light patterns, flashing lights, or backgrounds on a television screen or while playing video games may induce an epileptic seizure in a very small percentage of individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, sexual excitement, disorientation, any involuntary movement, or numbness — IMMEDIATELY discontinue use and consult your physician before resuming play.

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WHO KNOWS WHAT EVIL LURKS IN THE DEPTHS OF OUTER SPACE?



WE GOT TROUBLE. BIG TIME.

Worse than the radiation storm of 2244.

More terrifying than the Asterix, Time Warp Nebula.

Hangar than a black hole sucking in at light speed.

Here's the deal. There are these evil characters who have set up a network of terror that stretches across the entire Milky Way, and we ain't talkin' candy bars. Though we're still a bit fuzzy on the details, we've watched their growing presence in the illicit news trade and intercepted a few of their subspace transmissions. And what we found out doesn't make a pretty picture.

See, once they've taken over everything, they'll turn everyone in the galaxy into signed-out zombies and make us work as slaves as well. It's a great deal for them—no onerous government regulations, no uppity backtalk from the help, and no pesky psychobots to write. Trouble is....

...it's also the end of civilized life as we know it!



WE KNOW WHO THE BIG GUYS ARE.



There's **DOOBAN**, running the spice mills on the Desert Planet of Kroog. There's **ZANG**, who's moving his terrorist mercenaries on Kesh, n.k.a. The Jungle Planet. And there's **OX**, the leader of the pack, who's been over plotting invasion strategy from his palace on the Volcanic Moon of Kroog.

There's no time to lose—and one false step could be fatal. But where will we find a hero who's got the biceps, the gun, the sheer moxie to put the spice rockets out of commission, shut down the terrorist training camp, and stop the invasion in time?

**THERE'S ONLY ONE MAN
IN THE GALAXY WITH
THE BICEPS, THE GUN,
AND THE EGO BIG ENOUGH
FOR THE JOB...**



CAPTAIN QUAZAR



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1 GETTING STARTED



Setting Up

- 1 Check to see that the Control Pad is connected to the Control Port on the front of the 3DO system. If it isn't, plug in the Control Pad.
- 2 Turn ON the power switch on your 3DO system. The READY light indicates that the unit is on.
- 3 Press the OPEN/CLOSE button and insert your Captain Quazar CD with the label facing up in the disc tray. Press OPEN/CLOSE again to close the tray. If you have a top-loading 3DO system, open the top up lid, and insert the CD with the label facing up, and close the lid.

You should see the 3DO logo on your screen within a few seconds. If the symbol does not appear from the system will send eject the program from step 1.

The Title Screen

After a few seconds, the game logo will appear on screen. After the video ends, the Title Screen appears. To browse the index and move right in the Title Screen, press A or Play/Pause at any time.

From the Title Screen you can start a new game or load a previously saved game. Move the D-Pad to highlight your selection and press A.

- New Game — Start a new game.
- Load Game — Load a previously saved game. You can move up to eight games, and return to them later in Real's saved game.

- 1 Select Load Game from the Title Screen, or select the Load button on the Information Screen, and press the A button.
- 2 Use the D-Pad to select one of the eight games listed on the left side of the Load Game screen.
- 3 Press A to start loading the game.
To leave the Load Game screen and return to the Title Screen, press the Play/Pause button at any time.



2 THE ACTION SCREEN

FASTER THAN A SPEEDING METEOR. More powerful than an exploding gas giant. Able to leap tall buildings in a single bound. OK, so he can't swim. So sue him.

Captain Quazar's heroic deeds rely on his amazing speed and unstoppable firepower. For you, his laser control is the essential element that will make the difference between Captain Quazar, Superstar, and Captain Quazar, gone bad. You don't have to read this chapter, but it will really help. **Really.**



Controlling Captain Quarter

Here are the basic components that enable our brain to get around and do its thing:

1. *Journal of the American Medical Association*, 1997; 278: 1019-1024.

Wiley

[illegible]

11

Category	18-24	25-34	35-44	45-54	55-64	65+
Total	15	25	30	20	10	0
Male	15	25	30	20	10	0
Female	15	25	30	20	10	0
Male	15	25	30	20	10	0
Female	15	25	30	20	10	0



Figure 1

1. **Identify the subject and predicate.** The subject is "The committee" and the predicate is "has decided."



WASH-COOPER DECIDES to give your speech longer, regular, gripping phrases, as prescribers hold your attention? Then let us show your inventory of quoted sayings, and reply tags, which will interest us in the Communication Reader in the left end of the *Spoken* list. It is not as long, highlight it with the 3-dot and arrow, & Press *Yes/Press again* and *Answer Yes/No* in the right end, with your direct response to find.



1000

PROS: They don't have to take the steps for all the lapses of the administration for a longer day even.



1000

ELITE-ONE PERSONAL CLASSIC, the greatest
weight for your own fitness solution



100

ANDERSON, 2007) ANDERSON AND BLOOM (1999) AND BLOOM (2000) HAVE BEEN THE MOST INFLUENTIAL IN THE FIELD OF SECOND LANGUAGE ACQUISITION. ANDERSON AND BLOOM (1999) HAVE BEEN THE MOST INFLUENTIAL IN THE FIELD OF SECOND LANGUAGE ACQUISITION.



100

WATER PROOFING DETAIL. Good But (shows gaps, some cracks, waterproofing, some plants, some stone, and the level has gone for the finished)



10

DEFINITION: Near the margins of a region, but with a center that makes that area the home for large buildings, towns, institutions, and economic growth.



THE ACTION SCREEN (CONTINUED)



The Status Bar

The Status Bar at the bottom of the screen gives you vital information about Quacker's health and firepower. Here's what's on it:

- **Communication Window** — Most of the time, Captain Quacker's face appears here, letting you know at a glance how he's doing healthwise. Sometimes, the Police Chief appears instead, usually to show you out or point you toward your next objective. Once you're collected some cool high-tech special police equipment, you can also put it to use from the Communication Window.
 1. Hit the Play/Pause button to display your inventory in the window. (If you have no special items in inventory, a red sign appears instead.)
 2. Press the D-Pad left or right to scroll through your collection. (Stop where you find the item you want to use.)
 3. Press A to select the item and press Play/Pause again to return to the game.
- **Health Points** — This number shows Captain Quacker's current vitality on a 0 – 100 scale. To find out how to restore health points, see the Power-Up section below.
- **Bullets** — Our hero can pack up to 100 rounds of ammo at any given time. This supply is replenished whenever you find a cache of bullets, as described in the Power-Up section below.
- **Missiles** — The good Captain can carry up to 10 missiles at once. As with the bullets, they are replenished when you find a missile power-up, described below.
- **Grenades** — The best hero also tops out at a maximum of 10 and they're also replenished by power-ups.

During play, press the Right Shift button to remove the Status Bar from the bottom of the screen. Press Right Shift again to bring it back.

Matters of Life And Death

Life is cheap in the criminal underworld. Real cheap. So cheap, in fact, that even Captain Quacker can afford to start with three of them, and the Continuum pass in his pocket is good for three more. On top of that, you'll probably find a few extra free lives here and there in your trash. (Need more about this in the Power-Up section of Chapter 4 – Captain Quacker's World.)

Mission Assignments: Mail From The Chief

The Police Chief has thoughtfully planned the attack on the galactic criminalish. Down to the last detail well, sure. He's gone so far as to break the entire venture down into a sequence of ten missions that carry Quacker through the three major planets now controlled by the Forces of Evil.

At the beginning of each new mission, the Chief delivers a very brief briefing that brings you up to speed on your objectives. If you need to review this information, check out the Mission Objectives screen located on the Information Screen (see the next chapter).

The Chief is also a big believer in motivational pep talks, and you'll probably get quite a few during and after each mission.



3 THE INFORMATION SCREEN

The Information Screen is where you monitor Top Secret Vial Information about Captain Quark's health, location, mission objectives, and so on. It also gives you access to lesser game options like Save and Quit.

While playing the game, press the Stop button (X) to view the Information Screen. The game pauses automatically. To return to the game and resume play, press Play/Pause.



The Map

Highlight Map and press A to view a map of the area you're exploring on the current level. If the area you're concerned is bigger than the map window, use the D-Pad to scroll up, down, left, or right to view other sectors of the map.

When you're done with the map, press Play/Pause to return to the Information Screen.



The Log

In the file, it's not often that you can get a clear answer to the big questions like "Why am I here?" But Captain Quark is an uncomplicated little guy. When the next critical crisis hits, just go to the Log Screen and press Left and Right on the D-Pad to cycle through each mission objective. You can also see any interrogation messages you wrap have recovered. You can even see how many mission objectives you have completed out of the missions for that level.

To return to the Information Screen, press Play/Pause.

Load Game

Even super heroes need to knock off and go out sleep, and watch the good guys out of the all hours too. That's why you can save up to eight games-in-progress, and come back to them later on.

- **Save Game** — You can only save your game at the end of each mission. To do this:
 - 1 From the Information Screen, select Save Game and press A. The Save Game command only appears on-screen while you're between missions.
 - 2 Select one of the eight slots to save your game in. Each press is identified by the number on the slot you choose. Press A again to start the Save process.

When your game is saved, press Play/Pause to return to the Action Screen.

- **Load Game** — You may load a new game (or reload your present one) at any time.
 - 1 From the Information Screen, select Load Game and press A.
 - 2 Move the cursor to the slot representing the game you want to reload. Don't worry about forgetting which one it's in — as you move the cursor over each full slot, you'll see a short description of the saved game.
 - 3 When you've selected the right game to reload, press A to start the loading process.



THE INFORMATION SCREEN (CONTINUED)

Options

This screen lets you do all kinds of fun stuff — set a friend or an foe on, turn the music up or loud or off, set the chat window, or take the edge off those tricky D-Pad diagonals. Here's how:

- **Players** — You can play *Captain Quazar* in one of three modes:
 - **One-Player Mode** — Go your own. Solo. Just you, the bad guys, and one big gun.
 - **Two-Player Easy Mode** — *Captain Quazar's* partner is Lieutenant Polkar, a robot in yellow stretch pants. Using two control pads, you move through the criminal compound together. You can't hurt each other with your weapons, though.
 - **Two-Player Hard Mode** — In most *Captain Quazar* games, in *Hard Mode*, *Captain Quazar* and Lieutenant Polkar can hurt each other in addition to the usual suspects.

To change the player mode, highlight the **Players** bar on the Options screen. To toggle among the three playing options described above, press the D-Pad in the left or right.

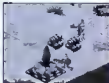
In either of the two-player modes, two full status bars appear at the bottom of the screen. To remove your status bar, press **Right Shift**. To bring it back, press **Right Shift** again.

You can bring Lieutenant Polkar into an existing game (or remove him) at any time simply by changing the Player mode on the Options menu. However, once either character can up his six legs and any other he might have normal along the way, he disappears from the game, and cannot be reintroduced. The survivor will have to continue alone to complete the mission.



- **Music Volume** — Move the D-Pad up or down to highlight the Music Volume option. Then, press the D-Pad left or right to raise or lower the Volume level indicated in the slider bar to the right.
- **F/X Volume** — This option changes the volume of the game's sound effects. Move the D-Pad up or down to highlight the F/X Volume option. Then, press the D-Pad left or right to raise or lower the volume level indicated in the slider bar to the right.
- **Player 1/Player 2 Diagonals** — These bars let you control the responsiveness of the 360 Control Pad when you're trying to get diagonal motion. Highlight this option, then press the D-Pad left or right to set the slider bar to the level of diagonal sensitivity you want.

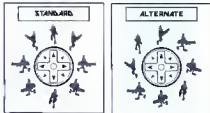
The slider bar represents a 0 – 9 sensitivity scale. Most people find that a setting between 2 and 5 is most comfortable. At higher levels, *Captain Quazar* turns to the diagonals more easily — but may also 'stick' there a little more frequently, and respond to other directions more slowly.



Options (CONTINUED)

- **Controls** — The joystick gives you a little extra flexibility when controlling Captain Quasar's on-screen movements by changing the balance of the D-Pad.
 - The **Standard** setting works as shown in the left figure below.
 - The **Alternate** settings, shown at right, turn the settings clockwise about 45 degrees.Experiment with both options until you decide which one you're more comfortable with.

When you are finished in the Options screen, press Play/Pause to return to the Information Screen.



Help

The status bar has slipped off the bottom of the screen, Captain Quasar gets into straits again every time you try to enter his forward — and you don't want offhand love to fire the TIGERAW grenades! Don't panic — well, at least not until you've searched here for possible solutions. The Help screen gives you a quick look at all the control options available on your D-Pad. When you've refreshed your memory, press Play/Pause to return to the Information Screen.

Quit

When you're ready to hang it up for now, highlight Quit and press A. Confirm your choice when the warning box appears. You're outta there!

Inventory Window

The log window running across the bottom of the information screen is the associative summary of all of Captain Quasar's assets: health, items, weapons, cash, more (diamond-shaped), super deluxe (cross-lighter) equipment, and so on.

To use one of the items during gameplay, use the Communication Window at the bottom left of the Action Screen as described in the previous chapter. To return to the Information Screen, press Play/Pause.

The Armory

Between missions you will get a chance to go to the Armory and purchase additional weapons and equipment. At the Mission Debriefing screen, select Go to Armory in the bottom-left corner of the screen.

In the Armory screen your available funds will be displayed in the top-left of the screen. Scroll through the panel on the left to select items. For each item you select, a description will be displayed in the right panel including pricing information and your current quantity on hand of the item in question.

Press A to buy 100% off, or C to buy the maximum quantity of an item. When you have finished in the Armory, you can press Stop or Play/Pause to return to the Mission Debriefing screen.



4 CAPTAIN QUAZAR'S WORLD

This chapter covers the weapons you'll use in the game, the power-ups that keep Captain Quazar alive and locking the enemies you'll encounter, and the targets you'll be out to destroy. Though this list is by no means comprehensive, if you don't know whether to ignore it, pick it up, talk to it, or blow it up, you'll probably find some answers here.

Weapons

Captain Quazar starts out with the crane fighting basics: bullets, missiles, and grenades. As the old kit — he thinks bullets should bounce right off that hell chest. He handicrafts, rather — he wants to kill, and sometimes even succeeds. Along the way, he will likely also acquire other tools of the trade.

Your personal inventory may ultimately include



Bullets

Standard issue rounds, minus the whiffles of 10. You can carry up to 250 bullets at once. You've got a limited supply. You're better than being around in circles.



Missiles

Steady progress, useful as single targets. You'll also find you're stuck up by the inability to carry too many. You can carry up to 75 missiles at once.



Grenades

Ready to make all sides your enemy and long-range damage. Also, hard to aim. You can carry up to 10 grenades at once.



Super Gun

This is a supplement to the handgun; you get the fire that your own distinctive bullets, but it's a little more the convenience of bigger and more damage.



Super Grenade

One of the most powerful weapons in the game. It's a little more powerful than a regular grenade, but you can't carry too many. It's a little more powerful than a regular grenade, but you can't carry too many.



Force Shield

A protective shield that can be used to block attacks, mostly.



Electric Ray

A new weapon that can be used to attack enemies.



Orbiter

The orbiter is a new weapon that can be used to attack enemies.



Invulnerability Potion

The ultimate defense weapon.

Weapons (CONTINUED)



Antidote

One of the most useful items in the game. It can be used to cure enemies.



Flamethrower

A devastating weapon that can be used to attack enemies.



Speed Boost

One of the most useful items in the game. It can be used to speed up enemies.



Flare

One of the most useful items in the game. It can be used to light up enemies.

Power-Ups



Mine

One of the most useful items in the game. It can be used to trap enemies.



Force Life

One of the most useful items in the game. It can be used to heal enemies.



Costume

One of the most useful items in the game. It can be used to change enemies.



Crest and Crown

One of the most useful items in the game. It can be used to attack enemies.



Door Pass

One of the most useful items in the game. It can be used to open doors.



ForceField Pass

One of the most useful items in the game. It can be used to create force fields.



Key

One of the most useful items in the game. It can be used to open locks.



Map One

One of the most useful items in the game. It can be used to see the map.



Searchlight

One of the most useful items in the game. It can be used to search for enemies.

CAPTAIN QUAZAR'S WORLD (LIGHT PALETTE)

General Targets

These are the common installations you'll find at just about every enemy compound.

- **Barrelcage** — This is where Sasquatches come from. Break it and blow it up, and you won't have to cope with any more new enemies in the general vicinity.
- **Guardhouse & Headquarters** — When destroyed, these buildings often stand up a surrendering headman to interrogate, or a useful personage.



- **Safe Houses** — Storage depots for money, gems, and other valuable items.
- **Crates, Pods & Crystals** — Transport containers for various items of value.
- **Teleporters** — If you step into one of these and enter the right code, a teleporter will instantly swap you off to another part of the planet.
- **Elevators** — There are a few different kinds of elevators, which require a variety of passwords and keys to operate.



Captain Quazar's Enemies

The Desert World

- **Sphinx Headmen** — Some are big and well-armed. Some are tiny. Some you can't even see. And a few others have hidden. Watch your step.
- **Swarming Machine** — Not just for crawling out the space mine openings. These machines can protect Dredak's underground space mines and they take skill and nerve to get past safely.



The Jungle World

- **Tametail Headmen** — They like to keep her troops well-trained and well-equipped. It shows.
- **Water Monitors** — Quazar likes to think he can walk on water, but he'd better not try it when these others are around. They reside all the best positions of sharks, piranhas, and alligators. Stay high and dry — and alive.
- **Probes** — Persistent flying nuisances that can complicate your life. How's your planet shooting?



The Lava World

- **Military Headmen** — Whether they're doing it out or taking it, these guys are brutal. Some are terrible. Some are bullet and missile-proof.
- **Turrets** — Revolving, rotating nightmares with easy, high-damage guns.
- **Bombes** — These probes spot your location, and let the whole world know about it. Shoot them first, or be prepared to face every other unfriendly on the planet. Destroy them immediately or you'll wish you didn't probe.
- **Briars** — They don't carry guns. They don't need any; they prefer to let their very powerful fists do the talking. Don't ever bother shooting at them — they're bulletproof and some are missile-proof as well.
- **Electric Sentries** — On's most common job hanging around the palace, protecting stuff. They can't be killed, or your best bet is to stay out of their way.



5 ADVICE FROM THE PROS

- **Under the spin maneuver:** Besides giving you a nice *omega* distribution, it's useful for targeting quickly in those diagonal directions that can be harder to come out of the D-Pad.
- **Don't hold back:** In anything, anywhere, ever. The object here is to destroy the planet in order to save it. You want extra pocket change for every building you blow up, and a bonus on every criminal you get out of prison — and every cent you make is one more cent toward the really cool close-fighting stuff you'll need later on.
- **Be on the lookout for poisons:** When it comes to poisons and health poisons, Captain Quazar doesn't know what to put. You're going to have to keep him constantly restrained. Or, by the way, are the best planet to look.
- **Another way to make things much easier on yourself** is to neutralize the compound's seven poisons, which disables their action and does down the entire trafficking operation.
- **Quick death:** Run over enough of the sparkling diamond shapes that randomly appear when a gem buys the time — and collect a free life!
- **Everyone knows that animals lack character.** The planet of this is that some of them may demand true obedience to the Bosses when confronted with superior firepower. Keep an eye open for the white flag of surrender coming from communications buildings and guard houses. Properly motivated, these operators, junks may even be willing to part with some useful information.
- **If you run out of ammunition** and can't blow open more barrels or crates with more powerful arms, stand with the crates between Captain Quazar and any nearby enemies. Let your enemies shoot upon the crates for you.
- **A well-placed grenade in the water** can often take out multiple monsters on the Jungle World.



CREDITS

Lead Programmer
Zoe Little

Lead Artist
Greg Saville

Script and Design
Robert Kibler

Producer
Richard Stone

Background Music & FX
Boris Tschernomir

Character Animation
Robert Carroll
Tim Hines

Additional Script/Level Layout
Tim Ryan

Additional Programming
Randy Carr
Hong Park
Jeff Lindquist
Jon Cartwright
Jordan Ghoshal
Al Chang

Additional Gameplay Art
Maureen Kinsinger
Mark Holmes
Yajin Khan

Additional Gameplay
Richard Johnson



Richard Stone

Captain QUAZAR



Left: Zoe Little is right - Hong Park, Yajin Khan, Maureen Kinsinger
Middle: Randy Carr is right - Robert Kibler, John Cartwright, Tim Hines, Greg Saville, Randy Carr
Right: Zoe Little is right - Hong Park, Tim Ryan